

WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you experience or your child experiences any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

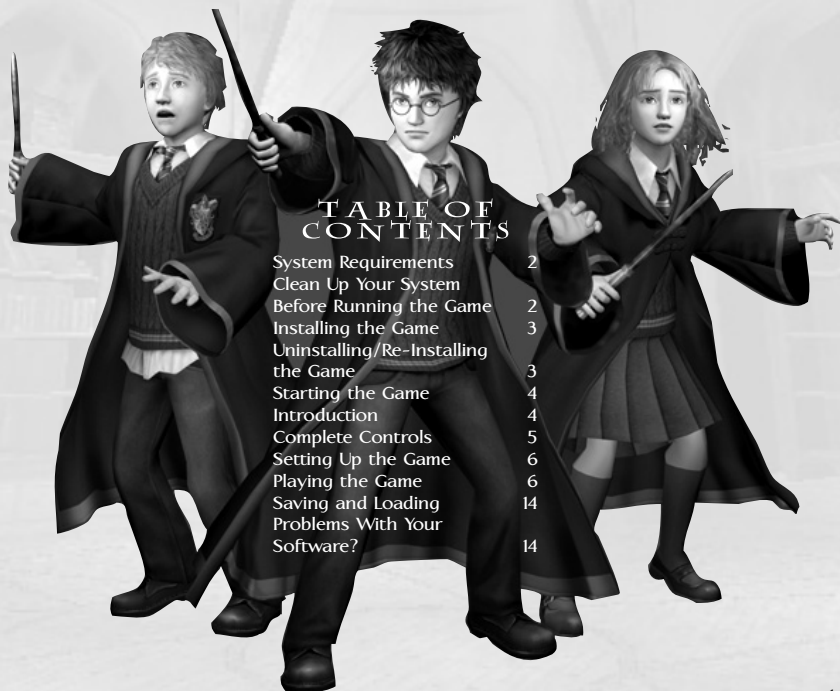


TABLE OF CONTENTS

System Requirements	2
Clean Up Your System	
Before Running the Game	2
Installing the Game	3
Uninstalling/Re-Installing the Game	3
Starting the Game	4
Introduction	4
Complete Controls	5
Setting Up the Game	6
Playing the Game	6
Saving and Loading	14
Problems With Your Software?	14

SYSTEM REQUIREMENTS

Please take time to ensure your system meets the Minimum Configuration, detailed below and on the packaging. **It is essential that your system meets these requirements in order for *Harry Potter and the Prisoner of Azkaban* to function properly.**

CHECKING MY SYSTEM SPECIFICATION

The DirectX Diagnostic Tool can provide you with information about your system specification if you are unsure of your PC's current specifications.

- To run the DirectX Diagnostic Tool, click onto the **Start** button and select **Run**. In the Open box type DXDIAG. The DirectX Diagnostic Tool appears.
- Your system specification can be found in the System Information box and details about your video and sound card can be found under the Display and Sound tabs.
- You should compare this information with the information in the Minimum Configuration section, below. As a rule of thumb, a PC that meets the *Minimum Configuration* will run the game on the most basic graphics and sound options settings.
Note: Unless you are an advanced user we do not recommend changing any of the options in the DirectX Diagnostic Tool.
- Do you need help on getting your game started? Jump to the *Clean Up Your System before Running the Game* section on p. 2!
- Having problems with your game crashing or locking up? Then consult the *Before Starting your Game* section on p. 4!

MINIMUM CONFIGURATION

- Windows 98/Me/2000/XP (Windows 95 and Windows NT are not supported)
- 600 MHz Intel Pentium III or comparable
- 128 MB RAM (256MB for Windows XP and 2000)
- 8x CD-ROM/DVD-ROM drive
- 850MB free hard disk space plus space for saved games (additional space required for Windows swap-file and DirectX™ 9 installation)
- 32 MB Direct3D compatible video card (GeForce 2 or equivalent)
- DirectX 9 compatible sound card
- Keyboard and mouse

CLEAN UP YOUR SYSTEM BEFORE RUNNING THE GAME

Before you install any software, it is **critical** that your hard drive be in optimum working order. We recommend that you get into the habit of performing regular "house keeping" on your PC. ScanDisk, Disk Defragmenter and Disk Cleanup are the tools that you need to use to keep everything running smoothly. Such good practice offers you the best chance of running today's games with minimum issues. As an added benefit, a clean system will operate more efficiently, and other software applications you use may run more quickly and stably.

- **ScanDisk (Win 98/ME)/Error-checking (Win 2000/XP)** detects and repairs disk errors and bad sectors on your hard disk drive/s (HDD/s).
- **Disk Defragmenter** ensures that the data on your HDD(s) is organised properly. This helps to prevent corrupt data and speeds up the accessing of this data by your Computer's Central Processing Unit (CPU).
- **Disk Cleanup** helps you to clear unnecessary files from your system. This frees up disk space and prevents conflicts that could stop the game from installing correctly.

Consult the Windows Help Guides for information on running the ScanDisk/Error-checking, Disk Defragmenter and Disk Cleanup tools.

USING WINDOWS HELP

1. Click onto the **Start** button and select **Help** (or **Help and Support** for Windows XP users) to bring up the Windows Help Guides.
2. Now, click the Search section and type in keywords such as "Scandisk" (Win 98/ME), "Error-Checking" (Win 2000/XP), "Defrag" and "Disk Cleanup" to find the guides that help you run these tools.

WHAT IS DIRECTX™?

DirectX is part of Windows® 98, 2000, ME and XP. It allows Windows to access certain parts of your PC at high speed, to allow you to run today's games. As new technology is introduced, such as next generation 3D Accelerators and 3D soundcards, DirectX evolves to support these new technologies. *Harry Potter and the Prisoner of Azkaban* requires DirectX 9.0b, which is included on the game disc for you to install if necessary.

In order to operate correctly, DirectX will need the latest software drivers for your video card and sound card. These drivers can usually be downloaded from your card manufacturer's website or obtained from the card manufacturer's Technical Support hotline. Using drivers that do not have DirectX 9.0b support may result in display or audio problems in *Harry Potter and the Prisoner of Azkaban*.

To find out more about DirectX, visit the official DirectX website at:
<http://www.microsoft.com/directx>

HOW DO I INSTALL DIRECTX 9.0B?

If you want to install DirectX **after** installing *Harry Potter and the Prisoner of Azkaban*, insert the game disc into your CD-ROM/DVD-ROM drive and click onto the Start button and select RUN. Type D:\DirectX\dxsetup (or substitute the CD-ROM/DVD-ROM drive letter if it is other than D:\); check in **My Computer**) and click OK. Click REINSTALL DIRECTX to install DirectX.

INSTALLING THE GAME

To install *Harry Potter and the Prisoner of Azkaban*, insert the CD into your CD-ROM/DVD-ROM drive and wait for the AutoRun menu to appear. Click INSTALL and then click NEXT; the serial number window appears. Type in the serial number found in the white box on the back of the *Harry Potter and the Prisoner of Azkaban* manual and follow the on-screen instructions to install the game.

- If the AutoRun menu does not automatically appear, double-click the **My Computer** icon on the Desktop, then double-click on the CD-ROM/DVD-ROM drive in which the game CD is inserted. Double-click on the 'setup.exe' file to install the game.

UNINSTALLING/RE-INSTALLING THE GAME

If you are having problems or the game did not install correctly the first time, we recommend re-installing the game.

1. To uninstall the game, click onto the **Start** button select **Programs** (or **All Programs** for Windows XP users) and then choose the location where the game is listed. Click onto Uninstall to remove the game.
2. To reinstall the game after uninstalling it, follow the information in the *Installing the Game* section, above.

Note: We strongly advise users against uninstalling this game manually, since certain files associated with the game may not be correctly deleted. It is normal for any files created by players such as save games, replays and other game-related files to be left on your hard drive in the game folder after the uninstall process. Should you not wish to keep these files after uninstalling the game, delete them as you would normally delete files from your PC.



BEFORE STARTING YOUR GAME

In some cases, programs that are running on your system can monopolise resources that the game needs in order to run properly. Not all of these programs are immediately visible, and many activate automatically on start up. There are a number of programs known as "background tasks", that are always running on your system. In some cases, these *may* cause the game to crash or lockup.

As such, we recommend that you deactivate these "background tasks" prior to playing *Harry Potter and the Prisoner of Azkaban*.

Note: While shutting down background tasks will optimise your system for running the game, their features will then be unavailable. Ensure that you re-enable background tasks after playing *Harry Potter and the Prisoner of Azkaban* by restarting your computer.

ANTI-VIRUS/CRASH GUARD PROGRAMS

If your system is running Anti-Virus or Crash Guard programs, you are advised to close or disable them before running *Harry Potter and the Prisoner of Azkaban*. To do this, find the icon for the program on the Windows taskbar. **Right-click** the icon and select **CLOSE**, **DISABLE**, or the relevant option.

CLOSING GENERAL BACKGROUND TASKS

Once Anti-Virus and Crash Guard programs have been disabled, you should end all unnecessary general background tasks as these can sometimes cause problems when installing or running PC games.

WINDOWS 98/ME

1. Hold down the **CTRL** and **ALT** keys on your keyboard and press **DELETE** once. The **CLOSE PROGRAM** window appears with a list of all background tasks currently running on your system.
2. To end a background task, click on its name in the list, then click the **End Task** button.
Note: It is important that you **DO NOT CLOSE** the background tasks named **Explorer** and **Systray** as these tasks are necessary for Windows to operate. All other background tasks may be closed.
3. The Close Program window closes and the task is ended. Repeat the above steps to close down any/all other background tasks.

WINDOWS 2000/XP PROFESSIONAL

1. Hold down the **CTRL** and **ALT** keys on your keyboard and press **DELETE** once. The Windows Security window appears.
2. Click **Task Manager** to open the Windows Task Manager. To end a background task, click on its name in the list under the Applications tab, then click the **End Task** button.
Note: Depending on your settings, when pressing **CTRL**, **ALT** and **DELETE** some Windows 2000/XP Professional users may bypass the Windows Security window and go straight to the Windows Task Manager.

WINDOWS XP HOME

1. Hold down the **CTRL** and **ALT** keys on your keyboard and press **DELETE** once. The Windows Task Manager window appears.
2. To end a background task, click on its name in the list under the Applications tab, then click the **End Task** button.
Note: Remember that the next time you restart your computer all of the background tasks that you ended reactivate automatically.

STARTING THE GAME

- Insert the CD in your CD-ROM/DVD drive. The AutoRun menu appears. Click **PLAY** to start the game.
Note: If the game does not automatically start when you insert the CD into your CD-ROM/DVD drive, go to **Start>Programs** (or **All Programs** for Windows XP users)>**EA Games>Harry Potter and the Prisoner of Azkaban>Harry Potter and the Prisoner of Azkaban**. The introductory screens appear and the game begins.
Note: For more on the EA GAMES™ range of *Harry Potter* video games, visit www.harrypotter.ea.com.

INTRODUCTION

After a dreadful summer with the Dursleys, Harry Potter can't wait to start his third year at Hogwarts School of Witchcraft and Wizardry. Events take a strange turn, however, when Harry discovers that Sirius Black, the man believed to have betrayed Harry's parents and thus responsible for their murders, has escaped from the wizard prison Azkaban. Black appears to be seeking revenge on Harry for thwarting "You-Know-Who", while the Dementors, Azkaban prison guards sent to Hogwarts to protect the school and recapture Black, affect Harry in a disturbing way. With the help of Ron and Hermione, Harry is intent on unravelling the mystery surrounding Sirius Black and his escape from Azkaban.



COMPLETE CONTROLS

Note: Throughout this manual, all references are to the default control settings. For information on how to customise controls, see *Input Settings* on p. 13.

MENU CONTROLS


Highlight menu items	Move mouse over item
Cycle choices/move sliders	Left-click choice/Left-click on slider bar
Select/go to next screen	Left-click option
Return to previous screen	Left-click Back Arrow/press ESC

GAMEPLAY CONTROLS



Move forwards/backwards	W/S or Arrow Keys 
Turn left and right	Move mouse /Arrow Keys 
Side-step left/right	A/D or numpad 4/numpad 6
Jump	Right-click/SPACEBAR
Cast	Left-click, hold and release/use ALT and the Arrow Keys to aim
Action/talk	Walk up to a person/object
Look around	Move mouse
Pause game/view in-game menu	ESC
View Marauder's Map	TAB
Skip cut scene	ENTER (you cannot skip tutorial cut scenes)

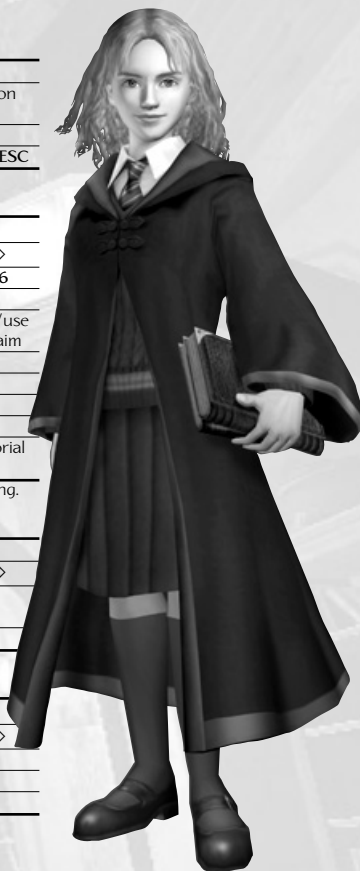
Note: You cannot cast a spell if you have not targeted anything.

FLYING CONTROLS

Flap wings	Right-click/SPACEBAR
Turn left and right	Move mouse /Arrow Keys 
Breathe fire (Draconifors dragons only/requires fireball first)	Left-click/ALT
Cancel spell	ENTER

LAPIFORS CONTROLS

Move forwards/backwards	W/S or Arrow Keys 
Turn left and right	Move mouse /Arrow Keys 
Chew grass/dig	Left-click/ALT
Jump	Right-click/SPACEBAR
Cancel spell	ENTER



SETTING UP THE GAME

To Start a New Adventure:

1. Click NEW GAME in the Main menu, then click an EMPTY slot.
2. The introductory sequence begins. Once the introduction has finished, the game loads and begins automatically.

PLAYING THE GAME

GAME SCREEN

Character Stamina – appear when any of the playing characters' Stamina decreases or increases.



Active Characters

Note: On-screen icons only appear when required (e.g. when you pick up a Challenge Shield).

COMPANION PLAY

Despite Harry's proven skill as a wizard, this adventure is his most difficult yet and requires all the help Ron and Hermione can provide! Each companion learns unique spells, which will be required to carry out specific tasks and puzzles. Some tasks, such as multiple spell targets, require action by more than one companion at a time. Your companions will assist if required. When control changes to a different companion character, that character's icon will move to the top of the Active Characters indicator.



HARRY POTTER

Harry Potter, "the boy who lived", survived an attack by the evil Lord Voldemort as a baby and is now a skilled pupil at Hogwarts School of Witchcraft and Wizardry.



RON WEASLEY

The sixth of Arthur and Molly Weasley's children to attend Hogwarts, Ron is a loyal friend to Harry.



HERMIONE GRANGER

Hermione's bravery and intelligence can prove invaluable.

STAMINA

The Stamina bar shows the condition of each companion. If a companion's Stamina bar empties, he or she faints and you must restart from the last Save Book you encountered (see *Saving an Adventure* on p. 14 for more information on Save Books).

- Look out for Chocolate Frogs to replenish Stamina.

Note: Some of the tougher opponents you face also have Stamina bars that appear on the screen.

JUMPING, CLIMBING AND CLAMBERING

To explore Hogwarts properly, you must overcome many considerable obstacles.

TO JUMP

- Run up to a gap and **right-click** (or press the **SPACEBAR**) just before you reach the edge. If the jump is performed properly, you should sail safely to the other side.
- If you fall from a great height, you will faint and must restart from the last Save Book.

Hint: Don't forget to try running jumps – you might be able to grab ledges that are further away.

TO CLIMB

- Walk up to an object or obstacle and keep moving forward. If you can, you'll start climbing.
- For higher ledges, try jumping at the face of the wall to see if you can get a handhold.

Note: Only certain obstacles can be climbed or jumped. If you can't find a way out, look around for something that could be targeted with a spell that you already know.

EXPLORING

Hogwarts School of Witchcraft and Wizardry is a magical place, with many hidden areas, switches and pitfalls for the unwary student. If you want to find everything, you must search diligently. Keep an eye out for everything from little gaps in the stonework to spell symbols, and try targeting objects with your wand.

SPELLS

SPELL CHALLENGES

Throughout your adventure, you must complete Spell Challenges in order to learn new spells and proceed through your third year at Hogwarts. During these challenges you can collect Challenge Shields – if you can find them! Collect all the Shields to visit the Bean Bonus Room (don't worry if you don't get them all on the first go – you can always return later).

- The Challenge Shields menu is available from the in-game menu. Here you can check how many shields you've found (see *Challenge Shields* on p. 10).



CASTING SPELLS

Casting the right spell at the correct target is essential, not only for good progress in classes but for other, more risky activities.

1. **Left-click and hold** to prime your wand arm for spell-casting. The sparkling cursor shows what you are targeting with your magical powers.
Note: Spells do not have unlimited range. If you are in range, your spell cursor is yellow. If you are out of range, the cursor is red.
2. Use the mouse to move the sparkling cursor over the object you want to target.
3. If you are on target – and know the right spell for that situation – the spell trace appears. Release the left mouse button to cast the spell.
Hint: The effects of spell casting are not always obvious. Take a look around if you can see no immediate results.
Hint: Try aiming at all objects you encounter. If you choose well, you may find secrets or collectibles.

SPELL AND CHARM LIST

With the exception of *expecto patronum* which may only be used by Harry, below is the full list of spells and charms that third years are expected to have mastered in-game before the end of the year.



ALOHOMORA

Cast this unlocking charm on certain mechanically locked doors, objects and secret areas to enable access.



CARPE RETRACTUM

Casts a magic, lasso-like cord of light at certain objects and pulls them towards you – or you towards them!



DRACONIFORS

Transfigures dragon-shaped statuettes into small, live, flying dragons that can be controlled for brief period of time.



GLACIUS

Freezes water (also extremely effective against salamanders).



LAPIDORS

Transfigures rabbit-shaped statuettes into small rabbits that can be controlled for a brief period of time.



LUMOS

If correctly cast on the Lumos gargoyle, the end of the caster's wand temporarily illuminates, throwing a revealing light over the general area. In this way, unseen entrances and platforms can be discovered in the darker parts of Hogwarts and its grounds.



EXPECTO PATRONUM

Harry may use this charm to conjure a Patronus – a positive force based on the positive thoughts of the caster. It can be used to drive off Dementors – but be aware this is an advanced charm that requires highly advanced magic!



RICTUSEMPRA

Technically a Ticking Charm, it can be used to 'knock back' weak opponents in the game.



SPONGIFY

Cast this spell on special carpets and slabs to turn them into an extremely bouncy, jelly-like substance. You can then jump on them to bounce and soar to great heights.



DEPULSO

Ideal for pushing objects, this spell can be used to activate certain magically charmed switches that are out of reach or to break some weaker objects that may contain rewards useful to your quest.

IN-GAME MENU



Pause your adventure, check your status and access the game's other menus from the in-game menu. You can view the items you have collected, check your achievements in Challenges and tasks, access all sorts of game options or just take a break. Press ESC to view your Current Level Status.

RETURN TO GAME/PREVIOUS SCREEN



Click this icon to return to the previous menu/continue your game.

QUIT GAME



Click this icon to return to the Main menu/exit the game.

CURRENT LEVEL STATUS

TASK

This is a reminder of the current objective you are undertaking.

CHARACTER STAMINA

Each companion's Stamina bar is displayed below its individual icon (see *Stamina* on p. 7).

SECRETS FOUND/REMAINING

Hogwarts is a magical place and there are many secret locations and items hidden around the school. This counter tells you how many you have found – and how many to keep an eye out for!

CHALLENGE SHIELDS FOUND/REMAINING

There are 10 Challenge Shields in each Challenge. Find them all to visit the Bean Bonus Room.

ACHIEVEMENT LIST

Click the number 3 icon on the Current Level Status screen to view your overall third year achievements. Complete all of these to beat the game!

MARAUDER'S MAP

Rumours surrounding this illicit item suggest it reveals a map of Hogwarts *including* secret locations and shortcuts. Such an item could be very useful if it did indeed exist...

PORTRAIT PASSWORDS MENU

It can be tiring having to walk around Hogwarts, so look for shortcuts. There are secret passages hidden behind portraits around the school that link to a portrait room off the main entrance. However, to use these you will need passwords.

- Remember Fred and George can be a valuable source for obtaining many useful things – if you have the Beans!

MINI-GAMES MENU

Throughout the adventure you will encounter tasks offering rewards. You can check on how you are doing in this screen.

HIPPOGRIFF FLYING

Flying Hippogriffs is not an easy task and requires skill and patience (see *Hippogriff* on p. 11).

PIXIES

PIXIES can be a nuisance. So, if someone were able to get rid of them, rewards would be well deserved (see *PIXIES* on p. 12).

'THE MONSTER BOOK OF MONSTERS'

Copies of this book are known for their vicious behaviour. Imagine if one were to escape (see *The Monster Book of Monsters* on p. 12)!

ITEMS



BERTIE BOTT'S EVERY-FLAVOUR BEANS

You can find these unusual wizard sweets all around the castle and grounds. They are hidden in the most unlikely places, but a well-aimed spell generally dislodges them. Pick them up whenever you see them, as they can be traded at Fred and George's Shop.

- When you pick up a Bean, your bean counter appears on screen.



PUMPKIN PASTIES

The Pumpkin Pasty is a traditional and popular wizard snack that can be traded at Fred and George's Shop.



CAULDRON CAKES

Students at Hogwarts enjoy these by the stack! These can also be traded at Fred and George's Shop.

FRED AND GEORGE'S SHOP

When not causing mischief, Fred and George Weasley like to do business in their secret shop. They accept Bertie Bott's Every-Flavour Beans, Pumpkin Pasties and Cauldron Cakes in exchange for Chocolate Frogs, collector's cards and even portrait passwords.

CHALLENGE SHIELDS

During your adventure, you must complete exciting Spell Challenges to learn the wizardry skills required to proceed successfully through your third year at Hogwarts. Collecting Challenge Shields is vital to your success. Find all 10 Shields in a Spell Challenge and you will be given access to the Bean Bonus Room, where you can gather many, many Bertie Bott's Every-Flavour Beans.

COLLECTOR'S CARDS

Young wizards-in-training like to collect collector's cards. They depict the most eminent, notable or infamous mages and creatures throughout history. You can find the cards around Hogwarts. Once obtained, they are stored in the Folio Universitas.

- If you are missing cards, remember you can also buy them from Fred and George's Shop.

FOLIO UNIVERSITAS

Cards are divided into sets according to whom (or what!) they display. To find out more about a specific card, click on the small image to enlarge it.

Famous Wizards	Famous Witches	Quidditch Cards	Famous Vampires
Famous Goblins	Famous Hags	Famous Giants	Dragons
Beasts	Bonus Cards		

CREATURES

You will encounter all manner of creatures during your adventure. If you are having problems defeating them or are simply interested in reading a little bit about them, you may find the below descriptions useful:



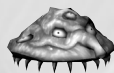
BLACK DOG

Harry believes that he has been seeing a mysterious Black Dog. Is he imagining things, or could this be the *Grim*, a giant, spectral dog, said to be a sign of death?



BUNDIMUN

A repulsive creature that expels a foul trail of slime, a Bundimun can be stunned with the Rictusempra spell and then jumped upon to reap rewards.



CHARMED SKELETON

Charmed skeletons can attack anyone who disturbs their bones. They are resilient, and more than one person may be required to defeat them.

CROOKSHANKS

Before Hermione bought him from a Diagon Alley shop, Crookshanks had been passed over by many customers. He is very interested in Ron's pet rat Scabbers!



DRACONIFORS DRAGON

A Draconifors dragon is a dragon statue that can be controlled using the Draconifors spell. Once a Draconifors dragon has picked up a fireball, it can breathe flames to ignite torches.

FIRE CRAB

Don't let the pretty jewels on the shells of these tortoise-like crabs fool you – they can defend themselves by shooting flames from their rear-ends. A well-targeted Rictusempra Spell can flip this creature onto its back and allow you to push it around.



FLYING BOOK

These magical books can really be a hindrance to your progress. Keep an eye out for suspicious-looking bookshelves!

HIPPOGRIFF

A Hippogriff is a flying creature with the body, hind legs and tail of a horse, but the front legs, wings and head of what seems to be a giant eagle. A person wishing to approach a Hippogriff should maintain eye contact and bow first; if the animal bows in return, it can be touched and even ridden. Hippogriffs are very proud and should never be insulted!



IMPS

Similar to Cornish pixies, imps are small and mischievous! They like to throw wizard crackers – exploding sweets – at those they encounter. If you are quick you can catch them unawares by throwing the crackers back at them!



LAPIFORS STATUE

A Lapiors statue is a small, rabbit statue that can be brought to life and controlled by the Lapiors Spell. They can fit through small holes and burrow into dirt.

'THE MONSTER BOOK OF MONSTERS'

Hagrid assigned this book for his Care of Magical Creatures class. The book is vicious and liable to attack anyone who approaches it.



PEEVES

Hogwarts' resident poltergeist pest, Peeves is always up to no good. You'll find this annoying spirit popping up in the most unlikely places.

PIXIES

These mischievous creatures are electric blue and around eight inches high, but don't let their stature fool you – they can be dangerous when roused. They buzz and whiz about Hogwarts' darker areas. Try Rictusempra on them.



SALAMANDERS

Fire-dwelling lizards that feed on flame, salamanders can survive outside a fire, but they live only as long as the fire from which they sprang burns. A Glacius Spell can freeze a salamander and then Rictusempra can break it – however its fire must be frozen too, otherwise it will return.

SCABBERS THE RAT

Scabbers has been a Weasley family pet for many years. Handed down from Percy to Ron in Ron's first year at Hogwarts, he has become a target of interest from Hermione's cat, Crookshanks.



CHARACTERS

Below is a short overview of some of the characters from *Harry Potter and the Prisoner of Azkaban*. Please note that this is an incomplete list created simply to provide some background information for those of you who have not read any of the Harry Potter series of novels by J.K. Rowling.



DEMENTORS

Dementors are the guards of the wizard prison Azkaban. They are foul creatures said to feed on all that is good in a person's soul. They have been sent to track down Sirius Black and protect Hogwarts, but their very presence has ill effects on Harry.

HAGRID

Rubeus Hagrid is the Keeper of Keys and Grounds at Hogwarts. A giant of a man with a gentle soul and a soft spot for all magical creatures, Hagrid is one of Harry's true friends. As the Keeper of Keys and Grounds, Hagrid has much information to share about the school and its history.





PROFESSOR DUMBLEDORE

Albus Dumbledore is the highly esteemed Headmaster at Hogwarts School of Witchcraft and Wizardry. Considered by many to be the greatest wizard of all time, Dumbledore presides over Hogwarts with wisdom, patience, fairness and tremendous magical powers. In Albus Dumbledore, Harry has an unparalleled mentor and protector.



PROFESSOR LUPIN

Professor Remus J. Lupin, talented and friendly – though slightly shabby – is the new Defence Against Dark Arts teacher at Hogwarts. He appears to have a mysterious illness.

SIRIUS BLACK

Sirius Black, a former friend of Harry's parents who was later implicated in their deaths, is an escaped prisoner from the wizard prison Azkaban. He is believed to be extremely dangerous and seeking Harry Potter!



OPTIONS

INPUT SETTINGS

GAME MOUSE SPEED

Click and drag the slider. The further you drag the slider to the right, the more sensitive the mouse is to your input.

INVERT MOUSE

Some users may prefer to have their mouse input reversed. Check the box to invert the Y-axis.

The following controls in the *Harry Potter and the Prisoner of Azkaban* game are user definable:

FORWARD, BACKWARD, TURN LEFT, TURN RIGHT, JUMP, USE WAND, STRAFE RIGHT, STRAFE LEFT, OPEN MAP, SKIP CUT SCENE.

To change a control, **click** on the dialogue box to highlight it and press the new key. The new control is set.

Note: The PC remembers two key presses for each action so **click** again if you want to set a control to one key only.

SOUND & VIDEO SETTINGS

GAMMA

Click and drag the slider.

BRIGHTNESS

Click and drag the slider. The further you drag the slider to the right, the brighter the screen is.

CONTRAST

Click and drag the slider. The further you drag the slider to the right, the higher the contrast is.

RESOLUTION

Click the drop-down menu and select the Resolution you want.

COLOUR DEPTH

Click the drop-down menu and select the Colour Depth you want.

MUSIC VOLUME

Click and drag the slider to adjust Music level.

EFFECTS VOLUME

Click and drag the slider to adjust Effects level.

REVERSE STEREO

Click the check-box to enable Reverse Stereo.

APPLY CHANGES

Click to apply any changes made.

VIEW CREDITS

Click to view the credits of those who worked on this game.

SAVING AND LOADING

SAVING AN ADVENTURE



You must find a save game point in Hogwarts. These take the form of weighty magical books, known as Save Books. Walk up to a Save Book to save your game.

LOADING AN ADVENTURE

1. The next time you start the game, click **LOAD GAME**. The Loading Game screen appears.
2. Click on a **USED** slot of your choice.
3. The game loads.
 - Alternatively, click **NEW GAME** to begin a new game.
 - If you faint, you restart the game from the last save point.

REPLACING A SAVED ADVENTURE

1. The next time you start the game, click **NEW GAME**. The New Game screen appears.
2. Click on a **USED** save game slot and, at the prompt, confirm that you want to replace the previously saved game with a **NEW GAME**.

PROBLEMS WITH YOUR SOFTWARE?

If you are having problems running your software, we want to help. There are essential methods you should carry out to ensure the latest games run on your computer. The methods listed below solve most of the problems when running the latest DirectX games.

IS YOUR GAME CRASHING OR LOCKING UP?

When running games that use the latest version of DirectX, you must ensure your computer is running the very latest driver for your video card. Installing the latest driver for your video card can help solve crashes and lock-ups in games.

First of all, try downloading the latest driver from the video card manufacturer's website. A list of popular video card manufacturers' websites is given below:

Asus:	http://www.asus.com
ATI:	http://www.ati.com
Creative Labs:	http://www.europe.creative.com
Guillemot:	http://www.guillemot.com
Hercules:	http://www.hercules.com

If there is no improvement, try downloading the latest driver provided by the video card **chipset** manufacturer. Your video card chipset is the video processing chip located on your video card, e.g. Radeon (ATI) and GeForce (nVidia) are video card chipsets. A list of popular video card chipset manufacturers is given below:

nVidia:	http://www.nvidia.com
ATI:	http://www.ati.com
Power VR:	http://www.powervr.com
Matrox:	http://www.matrox.com
S3:	http://www.s3graphics.com
Intel:	http://www.intel.com
SIS:	http://www.sis.com

ARE YOU EXPERIENCING SOUND PROBLEMS?

If you are experiencing choppy or stuttering sound, or sound that cuts in and out try downloading and then installing the latest driver for your sound card. A list of popular sound card manufacturers is given below:

Creative Labs:	http://www.europe.creative.com
C-Media:	http://www.cmedia.com.tw
Diamond:	http://www.diamondmm.com
ESS:	http://www.esstech.com
Videologic:	http://www.videologic.com
Yamaha:	http://www.yamaha.com/service.htm

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Electronic Arts Customer Warranty, PO Box 181, Chertsey, KT16 0YL, United Kingdom.

Customer Support – Here to help you!

Electronic Help File

Your game includes an electronic help file to help solve any problems you might be having. The help file can be accessed from the Windows Start Bar in the same group as your game. Please check here first for common problems and solutions.

Ask Us

If you're still having trouble with your game, visit www.uk.ea.com or www.ie.ea.com and click SUPPORT CENTRE. Once at the Support Centre, click GET HELP to view our knowledge base. The solutions you'll find here are the same as those used by our Customer Support staff, so you can be sure they're accurate and up-to-date. To ensure you find the answer to your question, choose the format, game type and title carefully. If you can't find an answer, click ASK EA to ask a Customer Support Technician who will answer you as soon as possible.

If you don't have Internet access, or would prefer to speak to a technician, telephone our Customer Support team (9am-9pm, Monday-Friday).

Please remember that due to the nature of most problems encountered when running PC games, it is far easier and generally far quicker to accurately diagnose the problem if you use our online Support Centre.

Telephone: **0870 2432435**

Fax: **0870 2413231**

Note: These are UK National Call rate numbers charged at BT's standard national call rates for calls from a BT line in the UK. Consult your telephone service provider for further information. Calls from outside the UK will be charged at International rates.

Customer Support cannot provide game play hints or tips – if you're stuck, see the back of this manual for details of our official Hintline.

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